DRAGON RAGT™

3DO™

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SLES-50630

1 Player • Memory Card (8MB) (for PlayStation®2) : 70KB minimum • Analog Control Compatible: analog sticks only • Vibration Function Compatible

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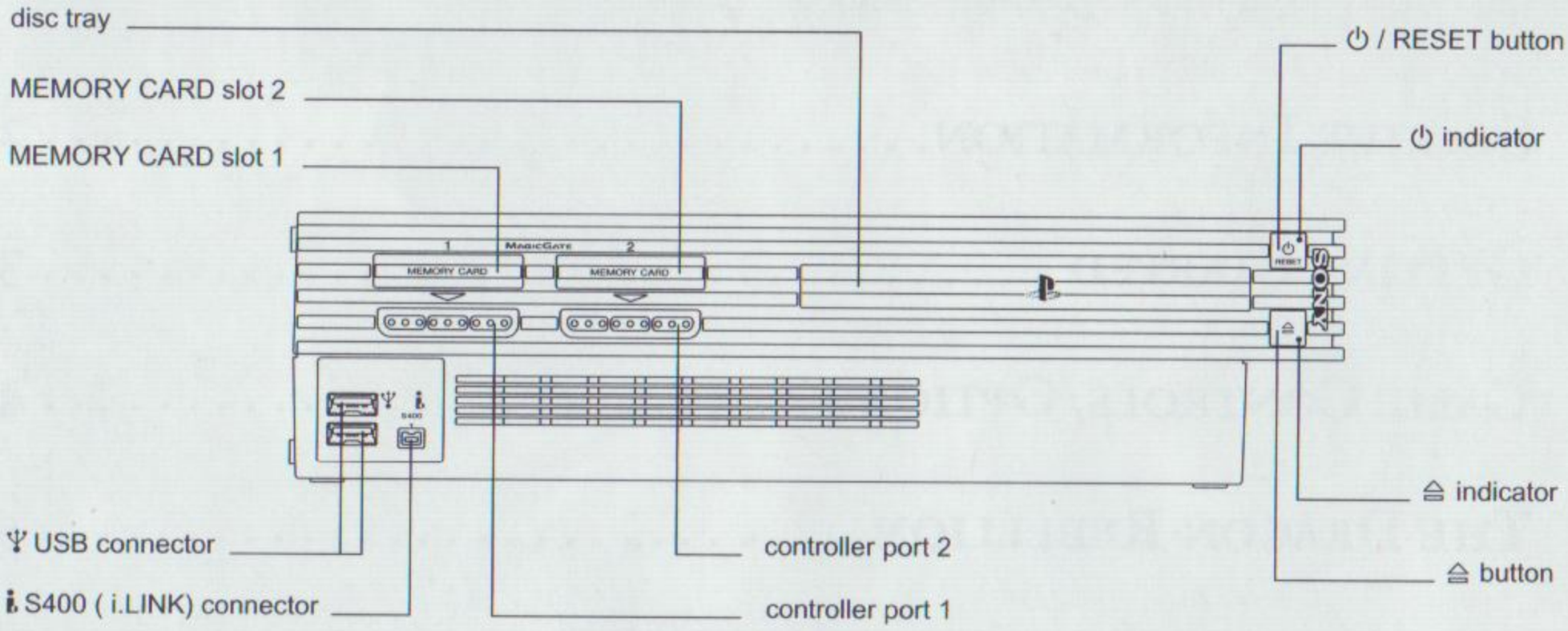
STARTUP INFORMATION

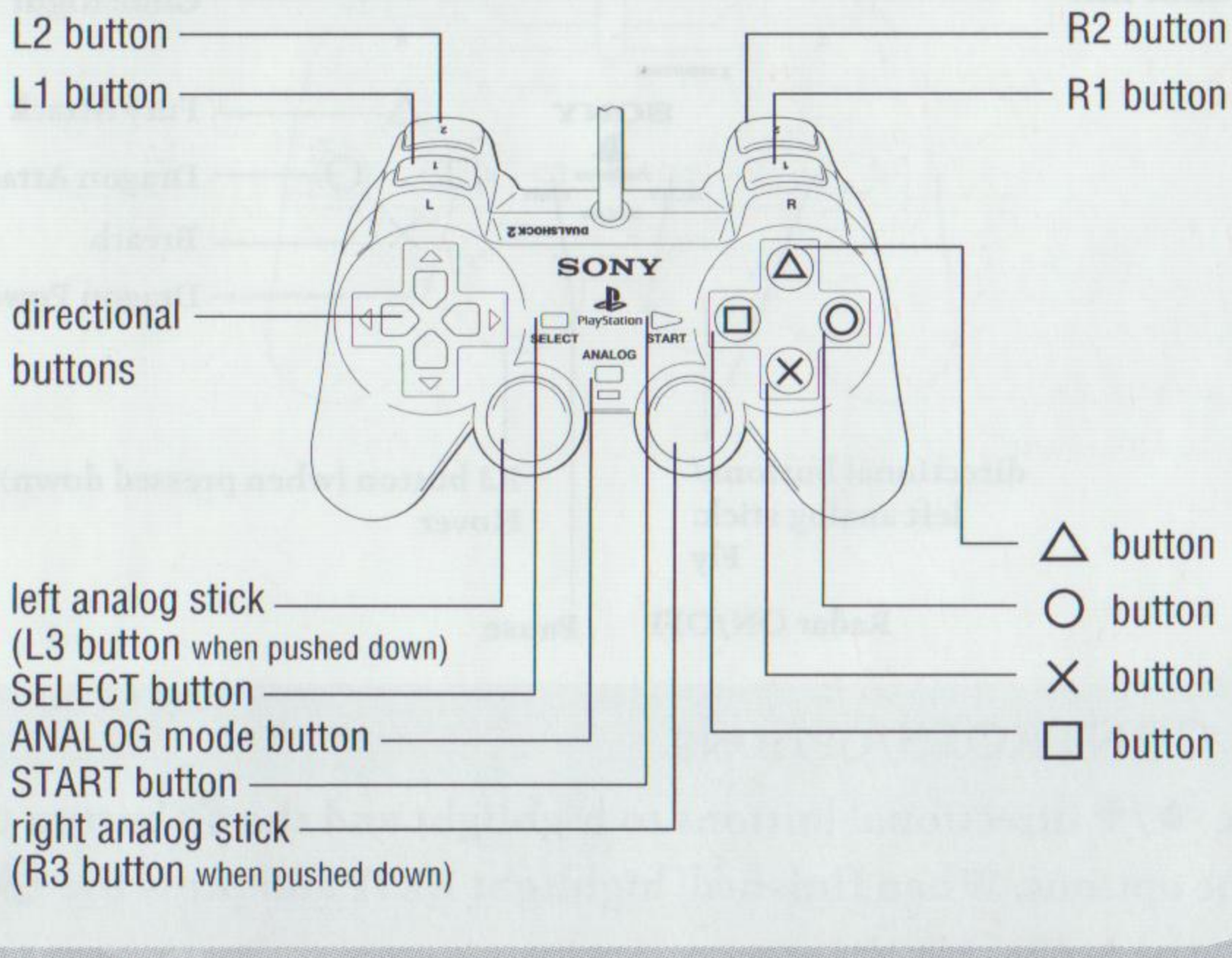


Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Make sure the MAIN POWER switch (located on the back of the console) is turned off. Attach game controllers / other accessories as appropriate BEFORE you switch your console on. It is advised that you do not insert or remove accessories once the power is turned on. If you wish to load or save data, make sure that you have enough space on your memory card (8MB) (for PlayStation®2) before commencing play. Insert your memory card (8MB) (for PlayStation®2) in MEMORY CARD slot 1.

Now turn the console ON at the MAIN POWER switch and press the ⏻ /RESET button. When the ⏻ indicator lights up green, press the ⏏ button and the disc tray will open. Place the Dragon Rage™ disc on the disc tray with the label side facing up. Press the ⏏ button again and the disc tray will close.

GETTING STARTED

ANALOG CONTROLLER (DUALSHOCK® 2)



Within all menu screens, use the ↑/↓ directional buttons to highlight an item, then press the ⊗ button to select it. You can also press the ◎ button to bring up the Help Window.

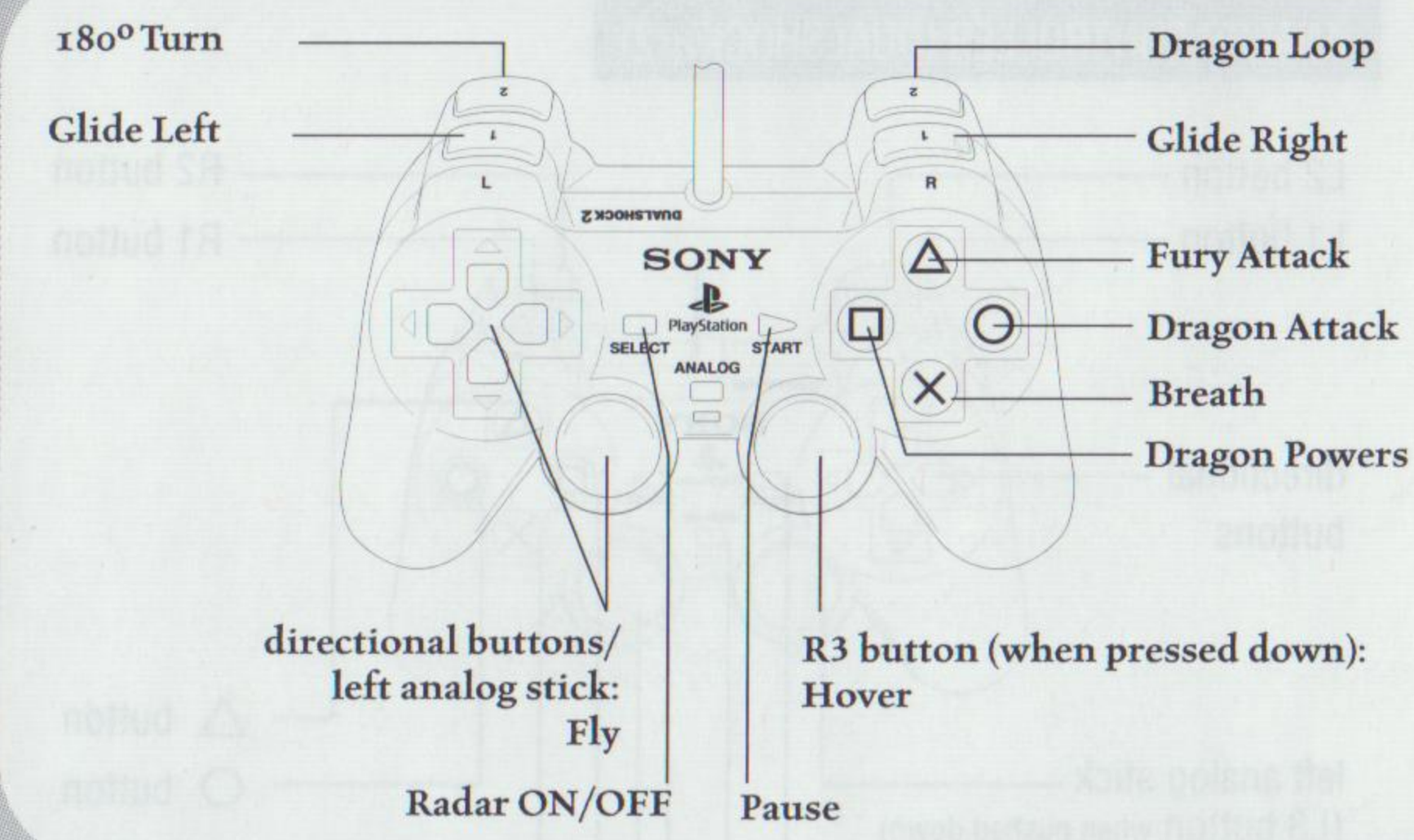
CAMPAIGN

Play through the game in Campaign mode with the default controller configuration and audio settings.

LOAD GAME

Select this option to load a previously saved game from the memory card (8MB)(for PlayStation®2). Save games from the Campaign Debriefing screen.

GAME CONTROLS/OPTIONS



GAME CONTROLS/OPTIONS

Press the ⬆/⬇ directional buttons to highlight and the ⊗ button to access any of the options. When finished, highlight EXIT and press the ⊗ button to return to the MAIN MENU screen.

SOUND

Customise all music and sound effects settings. Use the ⬆/⬇ directional buttons to highlight an option, and the ⬅/➡ directional buttons to adjust the settings. When finished, highlight EXIT, and press the ⊗ button to confirm your changes and return to the OPTIONS screen, or press the △ button to cancel your changes and return to the OPTIONS screen.

CONTROLLER

Select Configuration

Select a controller configuration for your controller. Use the ⬅/➡ directional buttons to select a configuration.

VIBRATION

Turn the analog controller (DUALSHOCK® 2) Vibration setting ON or OFF. This is only available if an analog controller (DUALSHOCK® 2) is inserted. Use the ⬆/⬇ directional buttons to highlight the Vibration setting and the ⬅/➡ directional buttons to toggle the Vibration setting ON or OFF.

NOTE: Dragon Rage does not support a digital Controller.

THE DRAGON REBELLION

The future of Ardon hangs precariously in the balance, the fate of the land resting solely on Orcs and the broken backs of their enslaved creatures. For over 1000 years, Dragons, Sprites and other magical races have been captured by the Orcs to either be put to work...or death. The Orcs seek the most precious resource in the land, Zeenium, a magic element that gives Dragons the powers of fire and magic. It can only be harvested in two ways: Dragons Eggs, or worse yet, the slaughter of a Dragon itself.

One such Dragon was condemned to Desmurian Ty, a slaughterhouse dedicated to the processing of Zeenium. Chained and hopeless, Cael Cyndar faced his imminent demise. But at the last moment, in a sudden flash of power and fire, Cael was able to break his chains! Within mere moments, he laid waste to the Orcs' horrible legacy. This was only the beginning.

Now, with his newfound elemental power, Cael Cyndar seeks revenge against the Orc bureaucracy and freedom for his Dragon brethren. It won't be easy. The Orcs' unopposed power has spread far and wide, their armies growing stronger day-by-day. They have hunted Dragon-kind to near extinction, and the lands grow more and more barren with the Orcs' malicious harvesting of its resources. Then there is Galthran Etruk, the powerful Orc Monk, whose true loyalties are unknown.

The time has come. Revenge is at hand...

CHARACTERS

Cael Cyndar

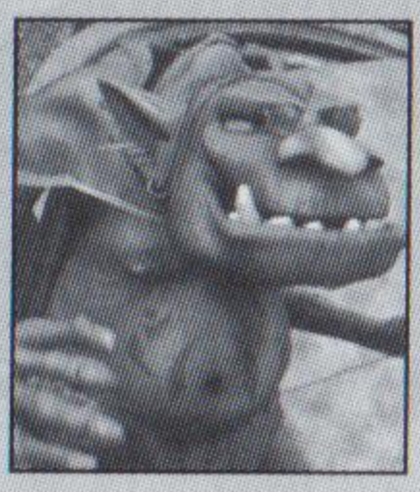
Having never taken well to enslavement, Cael Cyndar was condemned to the Dragon processing plant at Desmurian Ty. Fierce and proud, Cael could never be tamed. Any fate was better than a life in chains. But on the way to his demise, Cael could no longer be contained. He burst out of Desmurian Ty, completely decimating it and every Orc in his path. Now the Orcs have a serious problem on their hands…Cael is about to fight back.

Adara the Sprite

Adara is the sultry little Sprite that helps Cael in his quest to smash the chains of the enslaving Orc race. Sprites, like Dragons, bow to the will of the mighty Orc bureaucracy and are often kept locked in cages. Adara helps Cael because crushing the Orc Army means freedom for her people as well.

General Mandek of the Orc Army

As the leader of the Orc Army, General Mandek is a gluttonous bore whose swollen head is only matched in size by his blubbery waistline. His overconfidence in the abilities of the Orc Army leads him to try to defeat an enemy by sheer force rather than brilliant military tactics.



Galthran Etruk

Galtran is a powerful Orc Monk who has been trapped in a dark keep for decades. His magic is useless against the outside world… unless you enter his domain. Galtran has no great loyalty to the Orc bureaucracy, as he is more concerned with what is best for Galtran.

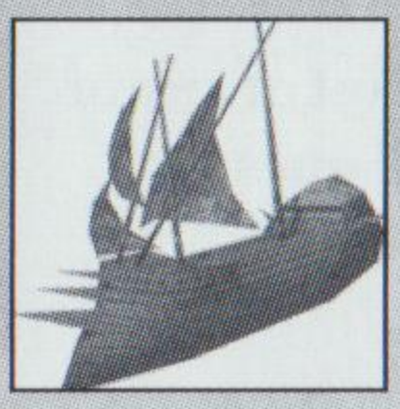
Sprites

Sprites are magical creatures imprisoned by the Orcs and used for carrying out the tasks of their Orc masters. You will have several opportunities throughout your journey to free Sprites. Each time you free a Sprite, they will give you detailed information to aid your quest or teach you about your magic powers. Freeing Sprites also allows you to permanently upgrade the level of your Elemental Enchantments.

Orc Units

In order to free Dragon-kind, you must face the full might of the entire Orc Army. Standard Orc Army units come in five classes: Ground Units, Naval Units, Air Units, Castle Defences and War Machines.

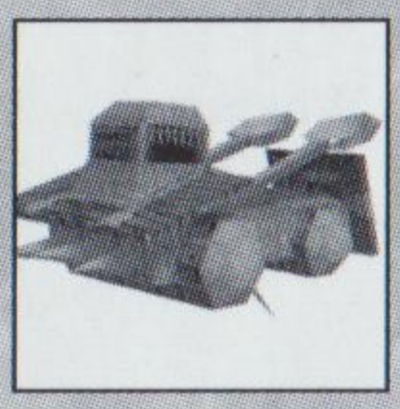
Ground Units - **Orc Ground Units are not that powerful on their own but can be formidable in large numbers. You must eliminate these units quickly or pay the price.**



Naval Units - **The Orcs have built a large and effective navy. While restricted to water, Orc Naval Units, such as the Orc Caravel and the Orc Galleon, are typically stout and pack quite a punch. Concentrate direct heavy fire on these units to make the waterways safe again for Dragon travel.**

Air Units - **Orc Air Units are particularly effective against the airborne Dragon. To achieve supremacy of the skies, elimination of all Orc Air Units is key. Orc Air Units include Orc Air Balloons, Orc Mines and giant Orc Zeppelins.**

Castle Defences - **The Orcs' primary defence lies in their giant Orc Castles, which have their own set of defensive weaponry. They are extremely powerful and hard to destroy, being defended by Guard Turrets and Assault Turrets. Each Turret has an elemental alignment; they are armed and dangerous!**



War Machines - **Orc War Machines are giant, mobile vehicles that pack the punch and armour of an Orc Turret. The Orc Ballista, Orc Catapult, and the Orc Balloon Wagon are all powerful Orc War Machines.**

BE THE DRAGON

Campaign

Takes the player on the quests of Cael Cyndar, which contain multiple and varied objectives that must be completed in order to continue. All of Cael's Dragon powers must be mastered in order to survive!

Elemental Enchantments

There are four unique Elemental Enchantments: Fire, Water, Earth and Air. Each Elemental Enchantment grants you specific magical abilities, determining which Breath Weapon, Fury Attack and Dragon Powers are currently available. You can temporarily upgrade your current Enchantment or switch Enchantments by eating Gems.

If you are able to free a Sprite, you can permanently upgrade the level of any of your Elemental Enchantments at the end of the scenario. When all quest objectives are completed, fly into an Elemental Sphere and permanently upgrade that element's Enchantment level.

- **Red Sphere = Fire**
- **Blue Sphere = Water**
- **Green Sphere = Earth**
- **Yellow Sphere = Air**

Dragon Mana

Dragon Mana powers the Dragon's ability to cast magical attacks. All Dragon magic attacks, such as Breath Weapons, Fury Attacks and Dragon Powers, deplete your total Mana. Once it is depleted, you must obtain more Mana by eating Orc foot soldiers. Your current Mana level is represented by the amount of Mana surrounding the Dragon Status Gem (see page 11).

Dragon Breath Weapons

There are four different Breath Weapons, and each can be upgraded as you upgrade your Elemental Enchantments. The current Elemental Enchantment determines the Breath Weapon.

Fire - **When enchanted with Fire, the Breath Weapon grants the ability to breathe devastating Fireballs. Fireballs magically seek out their targets for mass destruction.**

Water - **The Water Enchantment gives Dragons the Ice Shard Breath Weapon, which fires multiple spreads of ice projectiles. This is not the most accurate weapon, but it damages any object in its immediate area.**

Earth - **The Earth Enchantment makes the Dragon's Breath Weapon the Ter-Roar. The Ter-Roar can destroy many enemies if they are lined up properly.**

Air - **The Dragon's Breath Weapon is Lightning with the Air Enchantment. Lightning can electrocute several Orc units if they are close enough to be conductive.**

Dragon Rage Attacks

There are also four special Fury Attacks, one for each Enchantment. Collect Fury Attacks by eating cows and returning their souls to the ancient shrines. You will receive one Fury Attack for every five cow souls you deliver. Your current Elemental Enchantment determines the Fury Attack.

Fire - **The Fire Fury Attack lays out a blast of fire that decimates any and all Orc units and structures in its path.**

Water - **The Water Fury Attack rains down ice shards, destroying everything in the area.**

Earth - **When a Dragon performs the Earth Fury Attack, the ground shakes until all Orc units and structures are destroyed.**

Air - **The Air Fury Attack produces multiple bolts of lightning that electrocute any Orc units in the area.**

Dragon Powers

Dragon Powers are extra abilities in addition to magical breath. Press and hold the Dragon Powers button to turn them on and release the button to turn them off. While Dragon Powers greatly increase your abilities, they quickly drain your supply of Mana. Your current Elemental Enchantment determines the Dragon Power.

Fire - **The Fire Enchantment Dragon Power activates a concussion effect to the Fireball. Any object caught within the Fireball's explosion takes damage.**

Water - **Activating your Dragon Powers while Water Enchanted reflects all enemy projectiles back at your attackers.**

Earth - **The Earth Enchantment causes your Dragon Power to reduce the amount of damage you take from enemy fire.**

Air - **Use your Dragon Power while Air Enchanted to greatly increase your top-flight speed.**

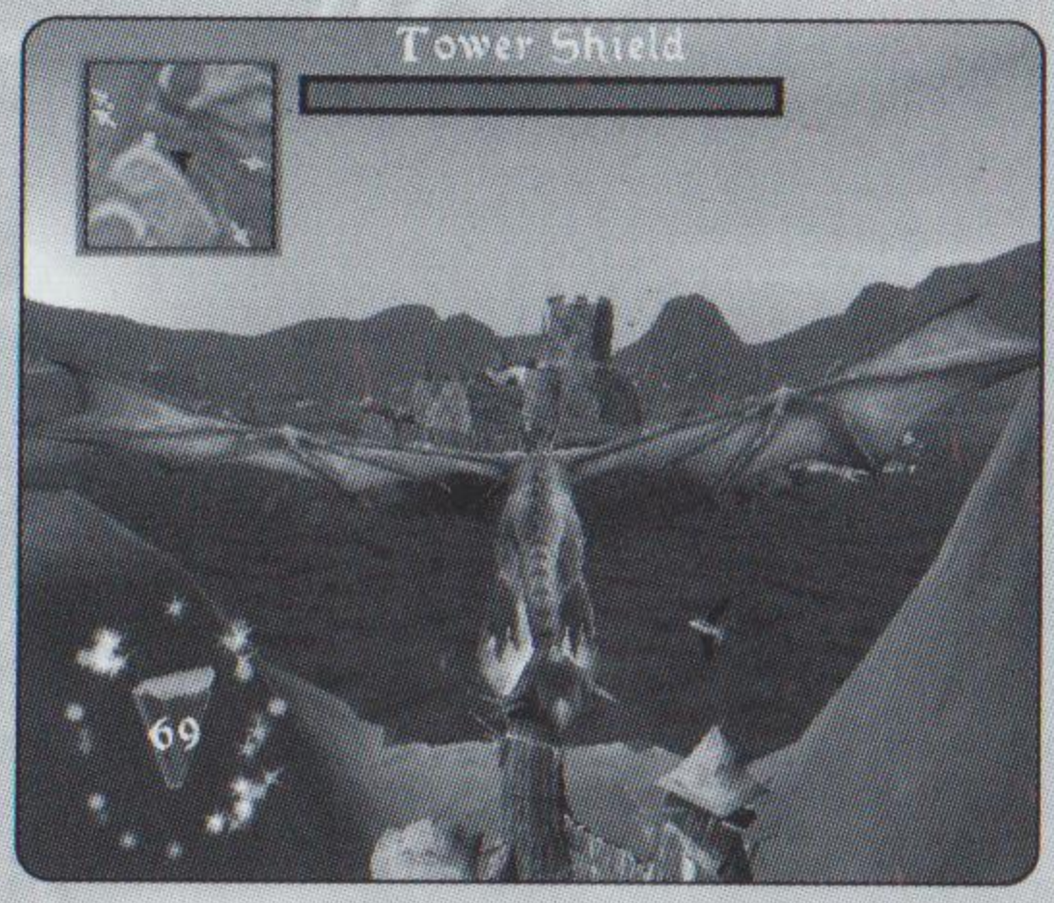
Dragon Attacks

Eating - **You can gain magical abilities by eating Orcs and other farm animals. Each creature you eat can give you different results. Eat an Orc foot soldier to increase your Mana store, or snack on a Cow to gain Fury Attacks at Orc Shrines. Other farm animals will also replenish your health. To eat something, swoop down on it from above, then press and hold the Dragon Attack button. If you are aligned properly, your powerful Dragon jaws reach out to grab a bite!**

Grabbing and Dropping - **A great way to destroy creatures or Orc units from the air without wasting Mana is to drop objects on them. To pick an object up, swoop down and press the Dragon Attack button. If you are aligned properly, you'll pick the object up as you fly away. To drop the object, press the Dragon Attack button again.**

GAME SCREEN

Dragon Status Gem



Health

Your health is represented by the number displayed on the Dragon Status Gem. "100" indicates full health. If the Dragon Status Gem ever drops to "0", Cael's adventure is over.

Level of Elemental Enchantment

The level of your current Elemental Enchantment is represented by the Gem's cut.

- **Level 1 – Triangle Cut**
- **Level 2 – Emerald Cut**
- **Level 3 – Diamond Cut**
- **Level 4 – Pear Cut**
- **Level 5 – Round Cut**

Mana

Your current Mana is represented by the particles swirling around the Gem. The more magical particles there are, the more Mana you have. When the particles are all gone, you must consume Orcs and other animals to replenish it.

Proximity Map

The Proximity Map indicates the immediate terrain around your position. Cael is represented as a black triangle that points in the direction you are headed. Campaign objectives appear as colourful icons.

POWER-UPS

Health

Increase your health by eating any creature you can find: pigs, sheep, etc. Each creature restores a different amount of health.

Mana

Increase your Mana by eating any Orc found in the environment. This includes Orc Archers, Orc Peasants and Orc Monks. Each Orc restores a different amount of Mana.

Gems

There are four Gems, one for each Enchantment: Fire, Water, Earth and Air. Eat a Gem of your current Enchantment to increase its power for the duration of that scenario. Eat the Gem of a different element to change your Enchantment.

WARDS

Wards are magical force fields that can either damage the player or prevent the player from moving forward. They are generally enchantment-based and can cause damage depending on the element Cael is currently enchanted with. All Wards cause damage when you pass through them.

Fire Wards - **Fire Wards are yellow and orange in colour and cause no damage if you are fire enchanted.**

Water Wards - **Water Wards are blue in colour and cause no damage if you are water enchanted.**

Air Wards - **Air Wards are white in colour and cause no damage if you are air enchanted.**

Earth Wards - **Earth Wards are green in colour and cause no damage if you are earth enchanted.**

Dark Wards - **Dark Wards do not damage you, but will not let you pass unless you carry the Dark Key. With the Dark Key, Dark Wards dispel and allow you to pass.**

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(Calls to this service are charged at a flat rate of 35 cents unless otherwise specified, Maximum call cost to this service $1.98 per min GST INC)

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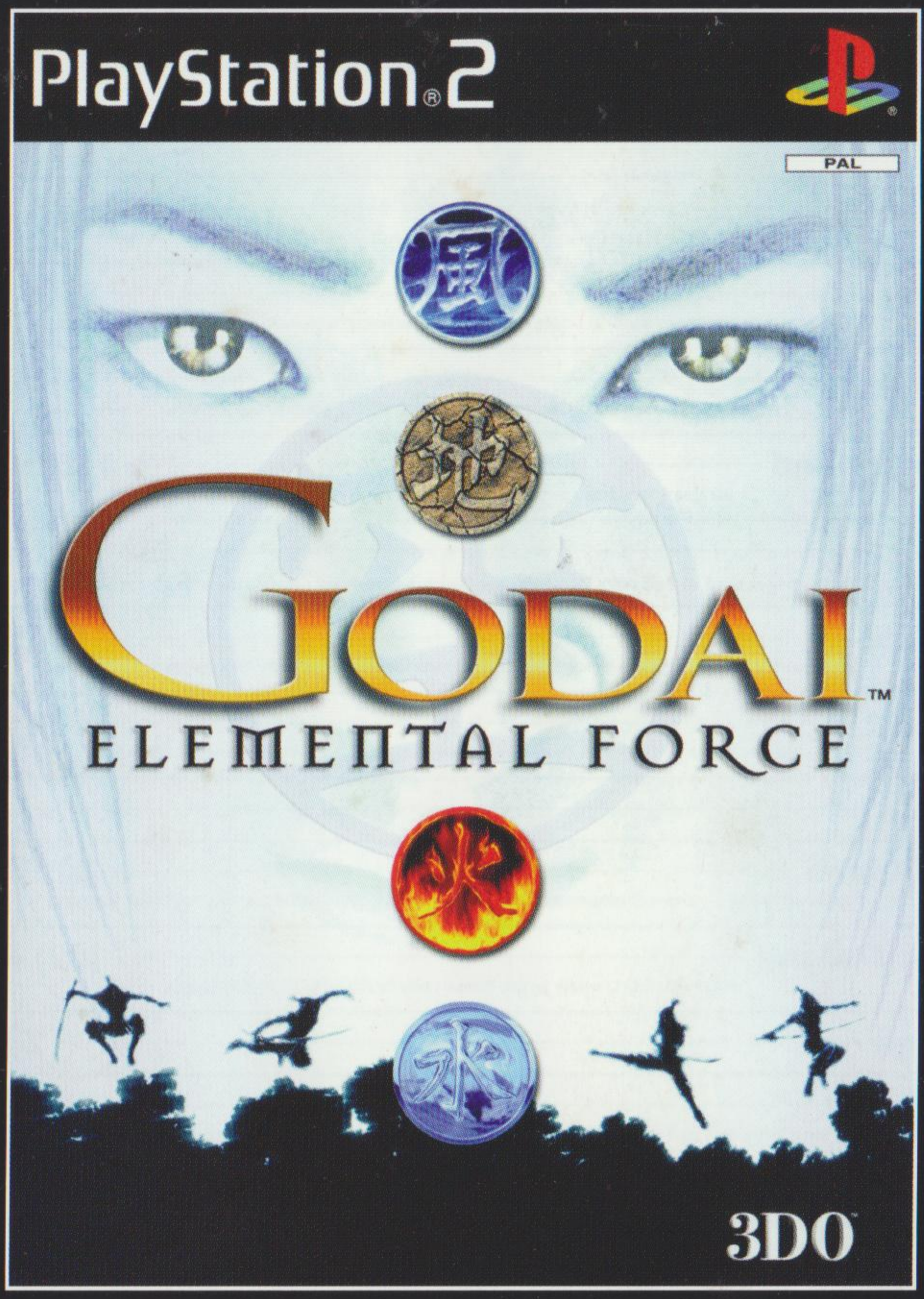

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